Lectures on the Theory of Games. By Harold W. Kuhn. Princeton University Press, Princeton, NJ. (2003). 107 pages. $24.95, £17.95 (paper); $49.50, £35.00 (cloth).
Contents:

Author's note. Preface. 1. What is the theory of games? 2. Matrix games. 3. Extensive games. 4. Infinite games. Index.

Dollarization. Edited by Eduardo Levy Yeyati and Federico Sturzenegger. The MIT Press, Cambridge, MA. (2003). 341 pages. $45.00.
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Preface. 1. Dollarization: A primer (Eduardo Levy Yeyati and Federico Sturzenegger). 2. Dollarization: Analytical issues (Roberto Chang and Andrés Velasco). 3. Using balance sheet data to identify sovereign default and devaluation risk (Pablo Andrés Neumeyer and Juan Pablo Nicolini). 4. Dollarization and the lender of last resort (Christian Broda and Eduardo Levy Yeyati). 5. Measuring costs and benefits of dollarization: An application to Central American and Caribbean countries (Ugo Panizza, Ernesto Stein and Ernesto Talvi). 6. Dollarization: The link between devaluation and default risk (Andrew Powell and Federico Sturzenegger). 7. Implementation guidelines for dollarization and monetary unions (William C. Gruben, Mark A. Wynne and Carlos E.J.M. Zarazaga). 8. The political economy of dollarization: Domestic and international factors (Jeffry A. Frieden). Index.

Uncanny Networks: Dialogues with the Virtual Intelligentsia. By Geert Lovink. The MIT Press, Cambridge, MA. (2002). 374 pages. $27.95.
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Series foreword. Foreword by Joel Slayton. Acknowledgments. The art of electric dialogue: Self-interview as introduction (Geert Lovink). "We don't know what it is we invented" (Dietmar Kamper). Rethinking media aesthetics (Norbert Bolz). Heidegger online (Michael Heim). Civil society, fanaticism, and digital reality (Slavoj Žižek). Data trash: The theory of the virtual class (Arthur Kroker). How to turn your liability into an asset: Media, art, and politics in post-communist Bulgaria (Luchezar Boyadjiev). Pas electronica: Against crisis-driven global telecommunication (Gayatri Spivak). Digital constructivism: What is European software? (Lev Manovich). "We no longer collect the carrier but the information": On movements, archives, and media memory (Tjebbe van Tijen). Bandwidth and accountability (Saskia Sassen). Building a progressive, pragmatic futurism (Mark Dery). About the Brazilianization of India (Ravi Sundaram). Cultural imperialism and information inequality (Herbert I. Schiller). Taiwan media and inter-Asia cultural studies (Kuan-Hsing Chen). The ins and outs of the Soros Internet Program in former Eastern Europe (Jonathan Peizer). There is no information, only transformation (Bruno Latour). Implosion, media, and the arts in Albania (Eduard Muka). The computer: Medium or calculating machine? (Hartmut Winkler). Gated communities, themeparks, youth revolts (Mike Davis). Art in the age of the mobile phone: Text messages from Finland (Marita Liulia). Media wars and the humanitarian (non-)interventions (Thomas Keenan). Audio freedom (Zina Kaye). Enemy of nostalgia, victim of the present (Peter Lunenfeld). National heritage and body politics (Mongrel). "The insider is curious, the outsider is suspicious" (Boris Groys). Urban techno tribes and the Japanese recession (Toshiya Ueno). Intermedia: The digital Bauhaus (János Sugár). Demystifying the virtual power structures (Susan George). Media philosophy beyond the dualism of image and text (Frank Hartmann). Real and virtual light of relational architecture (Rafael Lozano-Hemmer). The power of multiplicity and the multiplicity of power (McKenzie Wark). "I am a believer in the symbolic aspect of culture clashes" (Călin Dan). Cyberselfishness explained (Paulina Borsook). "Everything was to be done. All the adventures are still there" (Kodwo Eshun). Profiles. Sources.

Oval Track and Other Permutation Puzzles: And Just Enough Group Theory to Solve Them. By John O. Kiltinen. Mathematical Association of America, Washington, DC. (2003). 305 pages. $42.50 (CD-ROM included).
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Preface. Acknowledgments. 0. Software installation and a first tour. 1. An overview of oval tracks. 2. The transpose puzzle: An introductory tour. 3. The slide puzzle: An introductory tour. 4. The Hungarian rings puzzle: An introductory tour. 5. Permutation groups: Just enough definitions and notation. 6. Permutation groups: Just enough theory. 7. Cycles and transpositions. 8. The parity theorem. 9. The role of conjugates. 10. The role of commutators. 11. Mastering the oval track puzzle. 12. Transferring knowledge between puzzles. 13. What a difference a disk makes!: Changing the number of disks, and using MAPLE or GAP. 14. Mastering the slide puzzle. 15. Mastering the Hungarian rings with numbers. 16. Mastering the Hungarian rings with colors. 17. Advanced challenges. A. Using puzzle resources. B. Solutions and hints for selected exercises. C. Annotated list of web and print references. I. Index. About the author.

Shape Interrogation for Computer Aided Design and Manufacturing. By Nicholas M. Patrikalakis and Takashi Maekawa. Springer-Verlag, Berlin. (2002). 408 pages. $44.95, EUR 39.95, SFR 66.50, GBP 28.00.
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Preface. 1. Representation of curves and surfaces. 2. Differential geometry of curves. 3. Differential geometry of surfaces. 4. Nonlinear polynomial solvers and robustness issues. 5. Intersection problems. 6. Differential geometry of intersection curves. 7. Distance functions. 8. Curve and surface interrogation. 9. Umbilics and lines of curvature. 10. Geodesics. 11. Offset curves and surfaces. Problems. A. Color plates. References. Index.